

MilAtari Limited Edition

Vol. IX, No. 12
December 1990

This Month:

General Meeting

Sat., Dec. 15th, 12:00 Noon
Greenfield Park Lutheran
Church
1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., Jan. 6th, 7:00pm
Shakey's
9638 W. National Ave.

Next Month:

General Meeting

Sat., Jan. 19th, 12:00 Noon
Greenfield Park Lutheran
Church
1236 S. 115th St., West Allis

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Michelle Gross

From the President

About a month back, while reconciling my checking account, I discovered a substantial error the bank had made, surprisingly in my favor. It seems that the first bank to handle my check had encoded the check incorrectly, charging my account a fraction of what the check was really made out for. I called the party to whom the check had been written to and I found that they had credited me for the full amount, the actual amount the check was written for. This newfound slush fund would provide a very nice Christmas for our family, I thought to myself.

Since I discovered the error a full month or more after the fact, and the party to whom the check was written had given me full credit for my check, it was improbable that the error would now be caught by my financial institution. Many thoughts went through my mind as I tried to decide what to do. "These banks are large faceless institutions, they lose a lot of money every day," I thought. "Look at all the money they make off of us year after year, using our money and charging outrageous fees." And "who's it going to hurt?" For days I mulled over the situation, trying to justify not reporting the error, and keeping the money.

Meanwhile, I had received the November issue of the Atari Interface Magazine (AIM) with yet another set of articles on piracy. The articles sounded a different bell in my mind as I related the piracy issue to what was going on in my own life at the moment.

While the two issues are not identical, they came together in my mind quite naturally, and logically in a way I had not thought of before. Many of the same thoughts and rationalizations I was using to substantiate not reporting the error were, in fact, the same arguments used by so-called "pirates." When all is told, however, both situations boil down to one or two very fundamental moral and ethical beliefs: right and wrong, and social acceptance of rights and wrongs.

Perhaps I might be accused of taking this a tad too far, but what has occurred to me as a result of this bank error, is how much impropriety is out here today, and the symptoms of a society very accepting of doing what is most widely accepted as a wrong, or an illegal action. For instance, take speeding. We all do it. It is in violation of the law to exceed the speed limit. Speeding has been identified as one of the leading causes of automobile accidents, and people get hurt, many killed in these accidents. No longer are we equating simple money with our illegal actions. Even in stakes as high as human life, most of us not only speed, but it is also socially acceptable to do so.

How often do you get the wrong change back at any store you frequent? "They have probably short changed me many more times than I ever knew," you might think. Or "they can afford being short changed for once, they owe me after all the business I do there." If you've ever known a store clerk, you might know that their errors are watched closely by the management. Not correcting a clerk's math error could cost him/her a job. And yet, most of us wouldn't hesitate to tell friends or coworkers about the unexpected refund.

Many examples of ways we break the rules come to mind: cheating on our tax forms, pilfering pencils, post it notes, and other office supplies from our office cabinet, sneaking expired coupons past the grocery store clerk, inflating insurance claims, copying rented movies, CD's or records, running red lights

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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If we would get our wish, these would be....

Sam Tramiel's New Year's Resolutions

- 1) Start a major advertising blitz for all Atari computer products.
- 2) Get the STE and TT out in large quantities on store shelves.
- 3) Make a major push to strengthen Atari's dealer network in the United States.
- 4) Work with major software developers to maintain the supply of new Atari software.
- 5) Bring out at least 50 new games for the Lynx.

(Happy Holidays from the clan at MilAtari LTD., Sam!)

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Mark Jones

The Hunt for Red October

Mfg: Datasoft**List Price:** \$22.00 (Mail Order)**Type:** ST Strategy game**Rating:** OK, with reservations

For those of you who read the excellent book by Tom Clancy, or made the mistake of seeing the movie, the premise of this game is promising. It holds the prospect of tying together a fine blend of strategy and tactical warfare.

In this game you are Capt. Ramius, commanding the Soviet Union's newest Fleet Ballistic Missile submarine equipped with a revolutionary 'silent drive', which, if it proves successful, may well alter the strategic arms balance by making it possible to operate quietly enough to deploy in prime launch areas. There's just one thing that the high command hasn't figured on - you and your officers are going to defect.

So the stage is set: you must elude three Russian task forces including every attack boat Russia can muster in the Atlantic; you must deceive your enlisted crew, stage an apparent accident to unload them; and finally, complete a clandestine rendezvous with an American fleet to turn your boat over to them.

Now to the game itself. The control and instrument user inputs are all done via the mouse, and are fairly well thought out. Through use of maps, periscopes, active and passive sonar you can have all the information you need, whether you're running, hiding, or attacking. Almost. One glaring omission is a fathometer. No sub driver in his right mind would ever leave port without being able to know how much water is under the keel, although the captain does get some warning as the bottom rises to around 140 metres or less.

Another real problem is the

sluggishness of control response - steering and depth control. Realism is fine, but let's face it: at five knots, it does NOT take five miles to do a 180 degree turn, let alone the fifty it takes here. And with the very sluggish responses, by the time you've given orders and have them carried out, the tactical situation has changed so drastically as to make your original orders nigh useless.

While the graphics for the most part are quite decent, I find several problems with the representation of the sea floor and its features at operational depths. The relative elevations are represented by five colors. This makes for a pretty screen, but it's lousy for effective navigation - I'd much rather have contour lines with clearly marked or established references to depth in metres. In partial recompense for this fault, there is a 'contour view' that is of some help in avoiding slamming into a seamount at forty knots, though with the poor response time to changes in rudder and dive planes, the benefit is moot.

The manual is "ok" - it covers the essentials, albeit with useless repetition and a few errors and contradictions. It does include many screen shots (though not saying from what machine), and does do a good job of showing the various command icons. In fact, in the periscope display there is a gauge for compressed air, although the manual never makes mention of it. Since I've only played this for little more than six hours, I'm going to give it some more time, no matter the irritation of driving a brick. I suspect the control problem may be due to not sampling the mouse often enough, or perhaps spending too much time updating the screen before processing the mouse input. Besides, I want to see if I can pull this mission off.

From the President

from page 1.

when nobody is around, generally disregarding traffic rules, reusing postage stamps, and the list goes on. If you can't claim one of these, I'll bet you have friends who can, and you probably don't think any less of him. Everybody does it, right!

In two hundred years, or about six generations, we have come from a society who publicly admonished law breakers for menial crimes, to one which publicly accepts the criminal as well as the actual crime. Theft that at one time would have had us canned, is now commonplace in the workforce.

What does this rampage of mine have to do with piracy? I submit to you that piracy itself is not the issue, but it is a symptom of a greater problem that must be solved. Piracy is just one of the many indications of our permissive society. It will flourish as long as the act is socially acceptable and widely practiced. As long as other small time crimes are accepted, piracy will be, too. How long it will take for us to get back on the right track, I don't know.

I do know that we as individuals do make a difference, even if it is only in our own small family. Families grow, and so do their traditions, beliefs: ethical and moral, as they are passed from generation to generation. Let's start passing on the right ones.

Wishing you all very happy and safe holiday season!

Michelle



Tom Girsch

Bobo (Stir Crazy)

Mfg: Infogrames
List Price: ?
Type: ST action game
Rating: Good

One of the most innovative games available for the Atari ST is the cartoon-like game Stir Crazy (commonly called "BoBo", as the name "Stir Crazy" does not appear on the package...). Actually, it is unfair to say it is one of the most innovative games, because BoBo is six games in one, with a few uncommon twists.

The first oddity of BoBo is that the games are less than traditional: BoBo has to complete his chores, try to escape, and try to sleep. The second: There is no winning. In fact, there is no way to complete a game, and there are no "levels." BoBo (that's you) will inevitably always lose.

You have the option of playing one game, or all six. The games are based on BoBo's life in the prison INZEESLAMMER. His only goal is to get out, but he must complete a few tasks first. Also, BoBo will always be recaptured and have to start over. The first of the six games is called The Cantina. In this game, BoBo must serve porridge to his fellow inmates. And when their plates are empty, he'd better fill them quickly. (They have an infinite appetite). This game is very nicely done, and the graphics are very cute.

The second game is called Preparing Potatoes. This is my favorite. In this one, BoBo must peel potatoes and throw them to the cook in the Kitchen. But if he doesn't peel it well enough, the cook will throw it back and it will bonk BoBo in the head. You have to get a really good rhythm down with the joystick before you will do well at this one.

The third game is Washing game. Here BoBo must mop the floor. Unfortunately, everyone in the prison wants to go through the room he's working on. This is one of the tougher games.

BoBo is a game with excellent graphics and an even better soundtrack.

The fourth is a great one: The Trampoline. BoBo's buddies want to get out of INZEESLAMMER, and they nominate him to "bounce them over the wall" with a trampoline. The graphics here are cute, especially when BoBo bounces a prisoner into a wall.

Fifth is The Electrical Wires. BoBo must run and jump back and forth among three wires, while collecting the green canisters and dodging the sparks. Another hard game, but it's fun to watch BoBo get fried anyway.

Sixth and last is The Dormitory. BoBo has been recaptured, and all he wants now is a good night's sleep. Unfortunately, he shares the room with five other inmates, all of whom snore. Here BoBo must nudge the prisoners into silence and try to get some sleep. He has to be careful to avoid the chamberpot, however. If he knocks it over, he will wake all the prisoners.

BoBo is a game with excellent graphics and an even better soundtrack. The idea is cute, but I imagine it would have been better were we in the U.S. familiar with the European cartoon character upon whom the game was based. All in all, BoBo is

Kids Corner News

For many years Chuck Dahms has been bringing his own equipment to our meetings for the children's use while we parents are busy enjoying the meeting. It is the policy of the church that we must have an adult with the children, and for the past months Chuck has been staying in Kid's Corner. We need adults to help out, so if you have children who would like to attend the meetings, you or your spouse should plan on spending some time in Kid's Corner.

We also ask that you discuss the following rules with your children:

1. No soda in Kid's Corner. Let's prevent equipment damage.
2. All kids must have their FULL name on their nametags.
3. All kids must sign in at Kid's Corner.
4. No hogging the equipment. Take turns so all get equal time!
5. No rough play, running or yelling.

Your cooperation will ensure many more years of Kid's Corner. Thank You. And thanks to Chuck from all of us for his generous support of this user group!

a cute game that can provide a good deal of entertainment to a wide audience.

The only problem with the game is that there does not seem to be any real pattern as to when each game ends (barring the last). It seems that a game will just end without warning. Other than that the game is recommended, especially if you can find it in a Bargain Bin.

Until another good game crosses my desk...

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 291 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the MilAtari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however.

- A1_TIME:** A time and date setting program for your AUTO folder. Time may be entered in 12-hour or 24-hour format.
- DIARY_19:** This program is simply a text editor accessory that opens up a half-screen window which you can move up or down on your screen, and toggle between full and half size. Being a desk accessory, it is available from within any other GEM program that has a menu bar, so you can get to it whenever you want to jot something down or view or make changes in a file without going to get your favorite word processor or disk sector editor. In this version, 12 improvements and 11 bug fixes have been made. Improvements include being able to run Diary as a program by changing the file extension from .ACC to .PRG, allows macro F10 to be used as a printer setup string that is sent prior to

every print operation, and save with BAKup to configuration option added.

- EDHAK_19:** EdHak is exactly the same as Diary, but has the two added features of (1) being able to edit disk sectors (with which you could ruin your hard drive or floppies by changing the boot sector, FAT, or directory), and (2) being able to edit your ST's memory (which can merely cause bombs on your screen). Several bugs have been fixed in this version.
- FLIPSIDE:** An accessory which will allow you to use double sided diskettes on your single sided drives. Side one is only accessible on a single sided drive, while side two will not. Side one and two of Flip Side disks are fully double sided drive compatible. This means that you will be able to access both sides. The accessory may be run as a program by renaming the extender from ACC to PRG.
- MOUSDOUB:** Mouse Doubler V 3.0 - An AUTO folder mouse doubler program. May be activated and deactivated at will with a combination of keystrokes and mouse clicks. The program automatically compensates for current screen resolution to keep mouse movement easy at all times.
- TTT:** Tic-Tac-Toe V 1.1 - An accessory version of this simple, but fun game. Runs in all three resolutions.
- DISK 292 - UTILITY DISK**
- COMPDISK:** CompDisk - When you back up a disk, are you certain that the copy is identical to the original, or has the duplicate become corrupted? This program will compare two disks to see if they are identical and will list any differences. It requires 1Mb of RAM to run.
- HDFREE:** HDPro V 2.0 - A program that will generate statistics about the amount of space that is available on your hard drive partitions C-P. It presents its information in a GEM window that grows larger or smaller depending upon the number of partitions available to the system. The data obtained may be dumped to your printer.
- KALEN_21:** Kalenderdaten Calendar V 2.1 - This is not a standard calendar program, but one which gives you 9 different items, such as weekday of a given date, date of Easter in a given year, and number of days between two days.
- LOANANLY:** A loan analysis program. It does 5 calculations: 1) Loan payment comparison analysis, 2) monthly loan analysis, 3) annuity future

Continued on next page

ST PD Update

from previous page.

value, 4) forecasting a loan, and 5) revolving credit Analysis.

POSTAL21: PoSTAL V 2.1 - A postal information program. Type in a postal abbreviation, and you will the state name and zip codes in that state. Type in a zip code, and the program will tell you the state in which it is located. This utility may be run as a program or an accessory by renaming the file extender to ACC or PRG.

SHREDR: SHREDER V 1.1 - A program for "shredding" a file. This process provides security for deleted files on a disk. After using this program, the file cannot simply be undeleted, since the entire file has been overwritten. This version features increased speed of the program.

SPEED_RD: Speedreader! - This utility allows you to test your reading speed and also to improve it. It uses any text file, scrolling one line at a time. The speed of the scroll can be changed up or down at your pleasure by using the mouse buttons. Test results can then be printed out. Several hints are given to help you improve your reading speed.

XLATE: XLATE - An improved version of TXTTODOC.PRg, which is a simple ASCII to Word Writer ST conversion program. The program has tried to make the program as useful and flexible as possible.

DISK 293 - GAME DISK

FUTURE2: Back to the Future II - A demo of a commercial arcade game based upon the hit movie. It is a 3/4 view scrolling game wherein our hero travels down a street on his hovering skateboard dodging numerous moving and nonmoving obstacles. Very colorful with well-done graphics.

TAIPANII: Taipan II V 1.12 - A role playing game based upon the China trade in the 1800's in which you improve your ship and amass as much money as possible in the shortest amount of time. This is a greatly enhanced version of the earlier game. It is a sort of "presequel", taking place about 60 years prior to the setting of the previous game. This is a very colorful version, featuring mouse control.

DISK 294 - GAME DISK

MAZ: MAZ V 2.1 - A one or two-player graphic maze game. Besides allowing two players to compete against each other, the game also introduces another element, a ravenous cat,

who starts at the end of the maze. A variety of options, including keyboard, mouse and/or joystick control, and complete speed control, make this game a game for all ages and all skill levels.

THRUST: Thrust or Impulse - In this game, you work in the role of interceptor of strange alien-like pods that arrive unexpectedly through long tubes that extend into the mountains and underground. It's bad enough that the job is filled with tension, but you must also work with Biff, who is sometimes a fool, sometimes a liar, but sometimes he really seems to know what he is talking about. The decision becomes yours. Will you rely on trust or your own impulses?

YOLANDA: Yolanda is a beautiful Greek Princess who has been cursed by the Goddess Hera. Apparently whomever Yolanda falls in love with will die horribly within a week of their meeting. However, if Yolanda can re-enact the 12 labours of Hercules, the curse will be lifted. In this demo version of the commercial platform-type game, the player is placed on the first screen of one of the first 11 missions. If a screen is completed however, you can go no further in that mission. If you die, a new screen is selected until there are no lives left, and then the game ends.

DISK 295 - MILATARI XMAS DISK II

DREIDEL: Dreidel, A Traditional Game of Chance - Another fine KIDPRG by D.L. Brumleve. A colorful game involving the spinning of a die. No documentation file was included with the program, but with a little effort, you should have no trouble figuring it out. For 2 players. Originally published in ST Log.

SANTASMG: It's Christmas time, and in all of the big cities the amount of smog in the air causes poor visibility. The smog is so bad this year that you must help guide Santa through the clouds. The clouds are so dense, that if Santa hits them, it is like crashing into a brick wall. With the help of a joystick, you can help guide Santa and Rudolph through the clouds. TOS 1.0 only.

The balance of this disk is filled with 14 IMG files of Christmas and Holiday-related clip art. Compiled and converted to IMG files by Michelle Gross.

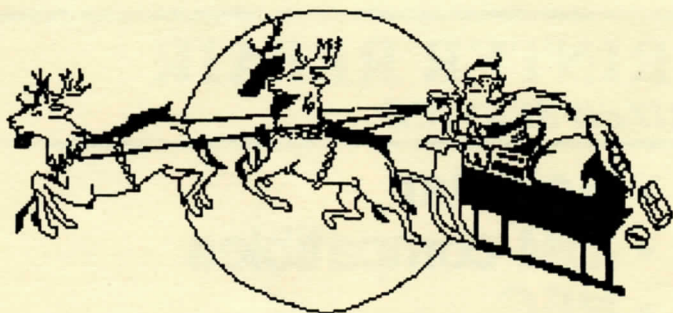
For those of you looking for stocking stuffers, or who just want your computer to help you get into the Christmas spirit, the following is a list of the disks which have Holiday-related items on them:

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ST PD Update
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1) Disk 050 - The Alite Xmas Demo. This is a Christmas-related, picture-and-music disk. 2) Disk 096 - This is another picture-and-music disk, this one from Michtron. 3) Disk 104 - This disk has a text file, "XMAS-NITE", which is a humorous, computer-related takeoff on "The Night Before Christmas". 4) Disk 199 - This disk originally presented the text adventure "Elflord". If you want other adventure-related items, rather than the selection of programs given on Disk 240, then get this disk in lieu of that one. 5) Disk 240 - MilAtari Xmas Disk I. If you are going to use the Xmas Printmaster Icons on this disk for your card, then you might also want to pick up Disk 144, The MilAtari Printmaster Borders Disk, to find an unusual border for your card. Many of these borders are original works designed by MilAtari members and are not to be found elsewhere.

Hope to see all of you at the December meeting, which is also our Christmas party! Don't forget to bring your entries for the Midi Maze maze contest. May you and yours have a Merry Christmas and a Happy New Year!



This is a sample of the holiday graphics available on MilAtari ST Public Domain disk #295.

Announcing the 1990 MilAtari Christmas Party or Experience the GEN CON main event, live!

Come one, come all to the MilAtari Christmas Party on December 15th, same place, same time. We will have a MidiMaze ring for your enjoyment, first round beginning promptly at 12:30. Seats will be assigned on a first come first served basis, so be sure to come early to reserve a spot. Let's get those maze entries in for the Contest being run by Dennis so we can try them out!

MilAtari will provide soft drinks and coffee, but we're asking all members to bring their favorite appetizer to share. Tickets will be given out at the front desk to redeem your free drinks, as well as for the door prize drawings. Prizes include game, utility, and educational software, and review forms will be packaged with each winning program (hint hint).

The business meeting will begin at 1:00, with another MidiMaze round afterwards. Bring your questions and problems along as well, as we'll have an ST or two set aside for special helps after the business meeting.

So join us for a good time!

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